

**WHAT IS CLAIMED IS:**

1. A graphical user interface comprising:  
a control layer including a pattern look-up table having indexed entries containing data related to patterns and colors used to create interface objects; and  
means for commanding said control layer to draw a pattern on said interface referring to at least one of said indexed entries in said pattern look-up table.

2. The graphical user interface of claim 1, further comprising:  
means for mapping said at least one of said indexed entries in said pattern look-up table into a table of drawing procedures to identify at least one mapped drawing procedure; and  
means for invoking said at least one mapped drawing procedure which translates said command to draw a pattern on said interface into a command for a graphic subsystem using data from said pattern look-up table.

3. The graphical user interface of claim 2, wherein said means for mapping further comprises:  
a part index table which includes indices and mapping values.

4. The graphical user interface of claim 1, further comprising:  
a client which communicates with said graphical user interface and sends commands for drawing objects on said graphical user interface, wherein said commands include command indices which correspond to indexed entries in said pattern look-up table.

5. The graphical user interface of claim 1,  
a first set of interface objects whose individual appearances  
are associated with a first common theme;  
a second set of interface objects, each of which correspond in  
function to an associated interface object in said first set, but whose  
individual appearances are associated with a second common theme different  
from said first theme; and  
means for selectively changing between said first theme and  
said second theme, whereby said graphical user interface displays interface  
objects using one of said first set and said second set.

6. A graphical user interface comprising:  
a control layer including a pattern look-up table having  
indexed entries containing data related to patterns and colors used to create  
interface objects; and  
wherein said control layer is responsive to a command having  
an index to return a pattern for creating one of an object and an object part  
on on said interface.

7. The graphical user interface of claim 6, further comprising:  
means for mapping an entry in said pattern look-up table  
having said index into a table of pattern codes to identify at least one pattern  
codes; and  
means for generating and returning at least one pattern  
structure associated with said at least one pattern code.

8. The graphical user interface of claim 7, wherein said pattern  
look-up table can be loaded by a currently active theme.

9. A method for abstracting patterns and colors used to create an interface display from the interface itself, comprising the steps of:

providing a pattern look-up table having indexed entries of pattern and color information; and

5 drawing at least one of objects and object parts on said interface by extracting information from said pattern look-up table using said indexed entries.

10. The method of abstracting patterns and colors of claim 9, further comprising the step of:

returning, prior to said drawing step, a pattern structure based on data in said pattern look-up table to a client; and

commanding, by said client, a graphic subsystem to draw said at least one of objects and object parts.

11. The method of claim 9, wherein said step of providing a pattern look-up table further comprises the step of:

loading a pattern look-up table from a currently active theme.

12. The method of claim 9, further comprising the steps of:

providing a first set of interface objects whose individual appearances are associated with a first common theme;

20 providing a second set of interface objects, each of which correspond in function to an associated interface object in said first set, but whose individual appearances are associated with a second common theme different from said first theme; and

25 selectively changing between said first theme and said second theme, whereby said graphical user interface displays interface objects using one of said first set and said second set.

13. The method of claim 12, wherein said step of changing further comprises the step of:

changing data supplied to a parametric drawing procedure.

14. The method of claim 12, wherein said step of changing further comprises the step of:

changing pointers from a first set of drawing procedures to a second set of drawing procedures.

17DDA3